



# *Kernersville Little League*

## **KERNERSVILLE LITTLE LEAGUE 2007 LOCAL RULES AND POLICIES *ALL DIVISIONS<sup>1</sup>***

### **ALL DIVISIONS**

1. The official “Game Record” (Yellow Sheet) shall list the name of each team, the final score, the number of innings played, the name of each pitcher and the number of pitches for each pitcher. It will also include a place for game start time and finish time, field conditions, safety issues, injuries and or protests. It shall be completed and signed by both of the managers, the plate umpire and the official scorekeeper at the conclusion of the game. The home team manager has the responsibility to submit the game record to the respective league Vice President or Safety Manager within 48 hours of the game ending. Managers that fail to submit a Game Record or Pitching Affidavit are NOT ELIGIBLE to participate in their next game.
2. Beginning in 2007, Little League has implemented a pitch count rule to replace number of innings pitched. SEE APPENDIX C for details. NOTE: further restrictions apply as a local rule for Major and Minor boys so that in addition to daily pitch limits established by Little League for each age, major boys will be restricted to 120 pitches total per WEEK and minor boys will be restricted to 100 pitches total per WEEK. A “WEEK” begins on Sunday and ends on Saturday.
3. Use of an ineligible player either due to suspension or excessive innings pitched for the week will cause a one game suspension of the manager.
4. Protests must be submitted in writing in accordance with 4.19 (e) and accompanied by a \$25.00 filing fee. The filing fee will be refunded if the decision of the PROTEST COMMITTEE results in favor of the Manager. Any other decision results in forfeiture of the filing fee.
5. Protests made during the end of the regular season tournament will be handled as follows: if qualified personnel are available at the time of the protest, a PROTEST COMMITTEE will be convened and the protests resolved before play continues. If a PROTEST COMMITTEE cannot be convened in a reasonable amount of time, the protest is handled per regular season procedures.
6. A courtesy runner must be used to run for the **catcher of record** provided he has reached base safely and there are two (2) outs in the inning. The courtesy runner must be a player not currently in the batting order unless a continuous batting order is used. If a continuous batting order is utilized, the courtesy runner shall be the player who made the last out. A player removed due to injury may not be used as a courtesy runner. NOTE: For major level and higher, this is *optional*.

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<sup>1</sup> Note: Softball above the coach pitch division will be subject to interleague rules and these do not apply.

7. No one may sit, stand, or otherwise “hang out” directly behind the home plate area except an assigned umpire evaluator.
8. Players are only required to participate in a minimum of two practice sessions or 6 hours per week without penalty.
9. Any practice scheduled by a Manager at a facility where charges to the players or parents are involved will be considered optional with no penalties. Failure to follow this rule will result in suspension of the Manager subject to review by the Board of Directors.
10. A “PRACTICE” is a gathering of more than six (6) players from the same team. A “PRACTICE GAME” is a practice held under game-like conditions that does not have to satisfy the exact requirements of 1.01.
11. All teams should attempt to practice twice per week in the pre-season and at least once per week during the regular season (exceptions may be authorized by the VP of that division).
12. All minor/major baseball will have a 1 hour and 45 minute time limit. All Junior and Senior baseball games have a two hour fifteen minute time limit. If a game goes over the time limit, the current inning will be allowed to be completed regardless of time unless it is a night game that goes past the curfew for each respective division. If the home team is batting and is ahead they will be the winner. If the visiting team is batting and the time expires the home team will be allowed to complete their half of the current inning. In the event of a tie, then the game will officially result in a tie and only be played to a finish at a later date and only if the outcome will have a bearing on the final season standings. In the event of a curfew time limit, the game will be completed under the same rules and conditions as if there was a rain out or rain delay.
  1. Rescheduled games (rain outs, etc.) are to be played prior to Thursday of the following week and rescheduled by the vice president of each division within that time frame. A reasonable attempt should be made to schedule make up games immediately on the first day available.
  2. When a game goes over the time limit, teams in the following game have a maximum of ten (10) minutes to begin at which time the game clock begins. Failure by either team to begin the game within (10) minutes, may result in a forfeit as determined by the umpire (Regulation (4.15(5)). (See Official Regulations section X, 4.10, 4.11 and 4.12 for complete and official game clarifications)
13. Where a manager or coach is not present for the start of a game, the park director or league official may assign one adult to manage the team. Tee-Ball, Coach Pitch and Coach Pitch Softball may have additional parent volunteers as needed.
14. The League President shall establish procedure for Player Agents to follow during All-Star sign-ups and selection processes. This should be done at least one week in advance of the selection process. Those who signed-up for All-Stars, but decline to participate will forfeit their eligibility for All-Star play through their next playing season or one year. Extenuating circumstances resulting in the forfeiture of All-Star playing privileges may be brought before the Board of Directors for consideration at the next scheduled board meeting immediately following the forfeiture.
15. Managers with the best regular season records may be offered the opportunity to manage an All Star team within their division upon review by a committee comprised of the League President, the VP and Player Agent of that division and the Umpire in Chief. If a manager declines or is not selected, then the opportunity will be passed to the manager with the next best record. SEE APPENIDIX “B” FOR DETAILS.

16. A continuous batting order shall be utilized by all divisions through senior baseball and major softball (pending inter-league rules). This allows for free substitution during the game. Each player must fulfill their defensive playing requirements. Players leaving the game due to illness or injury will be skipped over in the line-up without penalty. No special pinch runner is allowed with continuous batting orders.
17. For the purpose of player selection in the Major divisions and up ONLY, a team's sponsor's son or daughter will be protected through the second round of the draft.
18. The home team shall occupy the THIRD BASE dugout. Home team is indicated on the KLL Master Schedule as the first team listed.
19. All managers must provide a \$50.00 deposit to be used as collateral for equipment and safety bags prior to receiving them. This will be returned or reimbursed at the end of the season when these are returned to inventory. Managers will also be held accountable for any missing equipment or supplies that are not documented.
20. Every manager is required to have a copy of the Local Rules at all times during a game.

### **POINTS OF EMPHASIS**

- On-deck warm-ups are only allowed in Junior, Senior and Big League. 1.08 note 1. NOTE: Once the game has started and throughout the game, under no circumstances should any player be outside the fenced field area of play with a bat, ball or other equipment to "warm-up" as this is a safety violation. All warm-ups are to be done inside the fence and are not to interfere with play.
- "Pool" of players for Junior, Senior and Big League Baseball and Softball. Reg. V(c)
- Two adult base coaches allowed when one manager or coach remains in dugout. No practice coaches, parents, or scorekeepers will be allowed in the dugout or on the field. 4.05
- In the event of a tie for regular season standings, the KLL tie breaker rules will be applied.
- Managers and/or coaches cannot warm-up a pitcher at anytime. Reg. XIV (f)
- Five (5) minutes prior to the beginning of each game, Managers, Coaches, Players and Umpires will gather along each foul-line near home plate for recitation of the Little League Pledge.
- The throwing of curve balls in major baseball and below should be discouraged due to potential injury to the arm's growth plate. There continues to be much debate between the "EXPERTS" as to the existence of a "SAFE" curveball. When in doubt, teach the change-up.
- When a team fails to report for concession duty, the manager of that team must work concession duty during the team's next scheduled game. Failure to report to the concession stand for the duration of the game will result in removal as manager of that team.
- Throat guards must be worn by all catchers at each level. These must be of the dangling kind.
- Protective cups must be worn by all male participants
- NO CUSTOM PAINTED HELMETS will be worn in baseball or softball
- Catchers in the Major Divisions and below MUST wear a full front chest protector
- A mandatory pre-season (or pre-draft) meeting by ALL coaches and managers is required to review the new and updated Local Rules and Policies. This will be incorporated into either the draft night or with a safety meeting, etc.

Note: Rules and policies for Big League play will be published by the NC District II administrator.



KERNERSVILLE LL

## 2007 LOCAL RULES and POLICIES

### **TEE BALL**

1. Defensive players must change positions each inning. No player may play the same position more than two innings in a game.
2. No scores or standings are to be kept.
3. Games are to be 3 innings.
4. No catcher position and up to 10 fielders.
5. All players must play in the infield at least one inning per game.
6. All players must play at least 2 full innings per game.
7. Fielders should attempt to throw the runner out going to first base or lead runner if possible. On an overthrow to first base only, no runner will advance.
8. When an out is made, the runner must return to the bench. However, batting through the lineup is still in effect even if 3 or more outs are made.
9. **Batting Order:**
  - First inning – Players #1-10
  - Second inning – Players #10-1
  - Third inning – coaches choice

### **COACH PITCH BASEBALL AND SOFTBALL**

**No umpires will be provided for coach pitch baseball or softball. The manager pitching WILL be responsible for umpiring the entire field. It is expected that play and conduct will be sportsmanlike in accordance with the KLL Rules of Conduct.**

1. No player may play a single position more than two innings in a game.
2. All players must play a minimum of one inning in the infield every game.
3. A continuous batting order will utilize all players present for the game batting order. This will allow free defensive substitutions once all players have met the mandatory play rule. If a player is injured or becomes ill during the game, the team will skip over this position in the line-up without penalty.
4. Batters may receive up to five pitches to bat a fair ball. The batter is out after receiving 5 pitches or 3 strikes. The batter can foul an unlimited number of foul balls. Batters may not bunt or slap hit.
5. Pitchers must deliver all pitches from the front rubber (40ft). Coaches remember that you are only on the field as a pitcher. There will be no coaching or instructing players while pitching.

Coach pitch baseball pitchers must deliver all pitches overhand, and coach pitch softball must deliver all pitches underhand.

6. All games have a time limit of 1-1/2 hours or 6 innings regardless of score. Neither the 15 run or the 10 run rule apply (i.e. play the maximum innings possible).
7. A courtesy runner MUST be used for the catcher when there are two outs in the inning.
8. All players shall be listed on the batting order, regardless of whether they are playing defense that inning. After 3 outs occur, the half inning is over.
9. After a team has batted the entire batting order, the half inning is over regardless of outs.
10. No player will sit on the bench more than **two** innings per game.
11. Play will stop when an infielder has control of the ball in the infield and is not attempting to make a play on a runner. NOTE: Control means the ball is in his glove or hand and the fielder is within the infield and in fair territory (within the foul lines).
12. A maximum of 10 defensive players are allowed in coach pitch baseball and softball.
13. An adult pitcher is part of the field and if accidentally hit by a ball, the ball is alive. Intentional interference will result in the lead runner being called out and the play is dead.
14. The child pitcher must remain in the pitcher's circle and behind the pitcher until the ball is hit or crosses the plate. Base runners may not lead off base nor can they advance until the ball is hit.
15. If Team A has 12 players and Team B has 14 players, both teams will bat 14 players.
16. A runner more than halfway between bases will be permitted to advance to the next base. If the runner is less than halfway, the runner must return to the previous base unless it is occupied. The lead runner's position will determine all runners behind him.
17. No coach may touch a runner to physically assist the runner while the ball is in play. If a coach assists the runner (i.e., pushing runner towards the next base, etc.) the runner will be out.
18. Two defensive coaches will be allowed in the grass portions of the outfield.
19. A batted ball must go past the half circle between the batter's box and the pitchers mound. A line should also be drawn to extend this semi-circle to the foul lines.

### **MINOR BASEBALL**

1. Players of league age nine (9) and ten (10) are eligible for "Hold Down" letters. Players with "Hold Down" letters submitted prior to the draft are not eligible for call-up to Major Baseball.
2. Nine (9) year old must have played at least one year in Minors before they are eligible to be drafted into the Majors.
3. A continuous batting order will utilize all players present for the game batting order. This will allow free defensive substitutions. Note: Players must meet the mandatory play requirements prior to the end of the game. If a player is injured or becomes ill during the game, the team will skip over this position in the line-up without penalty.
4. A courtesy runner MUST be used for the catcher with two outs in the inning.
5. After 3 1/2 or 4 innings, a 15 run mercy rule will apply; a 10 run mercy rule will apply after 5 innings.

## **TEAM SELECTION PROCESS FOR COACH PITCH BASEBALL AND SOFTBALL**

1. Tryouts and skill evaluations will be held for coach pitch baseball and softball. Each team may protect one coach's child and one manager's child. Siblings will automatically go to the same team. Note: Players who are considering moving up to the next level MUST tryout to be eligible to be drafted in that division.
2. Trading of players may be permitted based upon the recommendation of the player agent and approved by the board of directors. Players being traded should be traded for players of the same skill level.
3. The manager's child will be drafted in the fifth round and the coach's child will be drafted in the first round. If a manager has not selected a coach at draft time his first round pick will be open to select any player.
4. There is no sponsor exemption at the coach pitch level for baseball or softball. The team that the player is assigned to will take the sponsorship.
5. These divisions will redraft all players each season in accordance with the Little League Operating Manual section "Method of First Year Operation-Plan A".
6. Numbers will be drawn to determine the draft order. For example, if there are 8 teams, the order would be 1-8, 8-1, 1-8 etc.

## **TEAM SELECTION PROCESS FOR MINOR BASEBALL**

1. Minor baseball will redraft all players each season in accordance with the Little League Operating Manual section "Method of First Year Operation-Plan A".
2. Numbers will be drawn to determine the draft order. For example, if there are 8 teams, the order would be 1-8, 8-1, 1-8 etc.
3. The manager's child will be drafted in the fifth round and the coach's child will be drafted in the first round. If a manager has not selected a coach at draft time his first round pick will be open to select any player.
4. All siblings must be drafted in back to back rounds regardless of skill level or age.
5. Trading for draft picks is NOT allowed. All trades must be for justifiable reasons and approved by the board of directors.
6. There is no sponsor exemption for minor baseball. The team that drafts the player will take the sponsorship.

## **TEAM SELECTION PROCESS FOR MAJORS, JUNIORS AND SENIORS**

1. All team players in the Major division and above will remain on the same team from the previous year in accordance with the Little League Operating Manual, section 'Local League Maintenance of Rosters'. Trading for draft picks is not allowed. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE BOARD OF DIRECTORS. The team that finished in last place during the previous year will get the 1<sup>st</sup> pick in each round and the 1<sup>st</sup> place team will get the last pick in each round. NOTE: Both Juniors and Seniors will draft all players in accordance with the Little League Operating Manual section "Method of First Year Operation-Plan A".
2. A manager will be appointed to all teams prior to the draft. The child of a manager in Major and Senior Leagues will be protected as listed in the chart below. The child of a coach may be

protected provided all of the following: he/she was a coach of record for a team during the previous year, and participated in at least half the games as documented by the “Game Record” results, and was named as coach of record no later than the 1<sup>st</sup> board meeting in April of the previous year and has been a coach of record for the past two years at any level; then this coach’s child will be protected the same as a manager’s child as shown in the list below. NOTE: Coaches named later than the 1<sup>st</sup> board meeting in April of the preceding year are not considered to have protective status.

3. Provided there is no hold-down letter, when two or more siblings are in the same draft process, once the 1<sup>st</sup> sibling is selected, the second sibling must be selected in the next round. Siblings of existing players may be protected through the 3<sup>rd</sup> round, provided a letter requesting protection is submitted to the player agent 48 hours in advance of the draft.
4. The Vice-President of each league will monitor the participation level of all newly appointed coaches. If it is determined that a coach didn’t participate at a level acceptable to the Vice-President and the Board of Directors, that coach will not receive protected status the following year. Additional coaches may be appointed following the draft.

Draft Round	Major League	Junior League	Senior League
5 <sup>th</sup>	9-10	12	14
4 <sup>th</sup>	11	13	15
3 <sup>rd</sup>	12	14	16

\* Nine (9) year old must have played at least one year in Minors or equivalent before they are eligible to be drafted into the Majors.

## **JUNIOR AND SENIOR BASEBALL AND SENIOR SOFTBALL “POOL” OF PLAYERS**

- A “Pool” of players will be established during the 2007 sign-ups for the purpose of minimizing the rescheduling of games due an anticipated shortage of players available for a particular game. The Player Agent of each affected league will manage a list of “Pool” players. The order in which players will be assigned shall be randomly established by each Player Agent and shall be kept confidential until a requested player confirms their participation and is assigned to the requesting manager. Pool players who are not able to play when requested will not be eligible as a pool player until the next rotation of the list. Players refusing to play for a particular team will be removed from the list for the remainder of the year.

Once the list has been through a rotation, the Player Agent will reshuffle the order of players to be assigned. Managers are responsible for contacting the Player Agent for the next player(s) in the “Pool” rotation, in order to ensure a minimum of 9 players for the game when less than 9 players are expected. The requesting manager may request a number of “Pool” players not to exceed 10 total players, with the majority of the team being comprised of those on the teams regular roster. All “Pool” players must play a minimum of 9 outs and 1 at bat. The intentional or negligent failure of a manager to request “Pool” players to ensure that the required number of players are available to begin a game may result in a forfeit. “Pool” players may not pitch.

When an unexpected shortage of players occurs, the game will be played following an arrangement between the managers of the two teams scheduled to play that will allow for the transfer of players from the opposing team to the team with the shortage of players. The player(s) transferred don’t have to be “Pool” players, but must agree to play for the other team.

## **KLL ALL- STAR PROCEDURES**

Note that KLL will follow the official 2007 Little League International Tournament rules. In addition, the following are procedures to our local league.

Criteria for Players:

- Reliable residents of the KLL district with good conduct, attitude and playing ability.

Criteria for Managers:

1. Coaching/Managing ability
  - Above average knowledge of the game/strategies
  - Above average knowledge of the rules
  - Above average ability to organize and plan
  - Leadership ability
2. Conduct
  - Fair minded/non partial
  - Calm under pressure and display Good Sportsmanship
  - Promotes teamwork and is a positive influence on players
  - Ability to represent KLL in most favorable light
  - Follows and supports Little League rules
  - Integrity
3. Managers with the best regular season records will be offered the opportunity to manage an All Star team within their division upon approval by a committee comprised of the League President, the VP and Player Agent of that division and the Umpire in Chief. If a manager declines or is not selected, then the opportunity will be passed to the manager with the next best record. **SEE APPENDIX “B” for specific procedures.**

## **SELECTION PROCEDURES**

The league president shall determine the method for parents to submit their child's name to be considered for all-stars. Each parent and player shall sign a list indicating that they understand the commitment to practices and games as well as complying with other procedures as listed on the All-Star sign-up sheet. The VP and Player Agent for each division will review the player names submitted and place the names of eligible players on a ballot for that division with players listed under their team in alphabetical order with the player's age in parenthesis. VPs and Player Agents will conduct balloting during the 1st week of June. All-Star players will be announced on June 16<sup>th</sup>, *prior* to Closing Day ceremonies and in accordance with tournament rules and regulations.

### 9-10 Year Old All-Stars

- Each manager will submit up to five (5) names from their own team for a master ballot. Minor and Major division managers will meet and rank the top 30 players for baseball, top 15 players for softball on conduct, reliability, attitude, and playing ability. A committee consisting of the League President, the VPs and Player Agents of the Minor and Major divisions and the Umpire in Chief shall review the lists of players for approval.
- The All-Star managers will meet with the committee members for their division and determine the number and placement of players on each team.

### 10/11, 11/12, 12/13/14 and 15/16 Year Old All-Stars

- Players, Managers and Coaches will vote for the top eight (8) players, from the approved sign-up list.
- Each ballot must have a minimum of six (6) votes and not more than eight (8). Otherwise, it will be considered invalid.
- Those voting can't vote for players on their team.
- Manager's votes will count as two votes for each of the eight players voted on.

- Managers of each All-Star team will pick the remainder of the team and coaches pending review by a committee comprised of the League President, the VP and Player Agent of that division and the Umpire in Chief.
- Voting procedures for the 15/16 all-star team will be established by the Board of Directors after the completion of Big League sign ups.

## APPENDIX A – Baseball Division Structure

The following appendix has been provided to provide information and insight into the age breakdown and philosophy of our baseball programs below the junior / senior divisions. Additional questions should be directed to the league president at [www.kll.org](http://www.kll.org).

### Tee Ball      **5-6 years**

- Focus is completely instructional
- No scores are kept during games
- No division standings are maintained
- No umpires
- Bat all players each inning

### Coach Pitch    **6-8 years**

- Players age 6 may only participate in Coach Pitch if they have participated one year in the Tee Ball division. Parents must notify the player agent in writing if they request their 6 year old to participate in Coach Pitch.
- For players with a league age of 7 or 8 who have not played organized baseball or requires another year of developing his/her skills in this division
- Pitches will be delivered to the batter by adult coaches and volunteers.
- This division is totally instructional and developmental with no focus on winning or losing
- No divisional standings are maintained
- End of season Tournament brackets based on a drawing
- Ten players in the field. (6 infield/ 4 outfield)
- Adult Pitcher will umpire the entire field
- Continuous batting order so to allow for free substitution. Bat entire lineup unless 3 out's are made

### Minors                      **7-12 years**

- For players with a league age of 7 to 12 who have developed the fundamental skills of hitting, throwing and catching
- Focus is on continuation of fundamentals and on building knowledge of game strategies and pitching
- **Players with a league age from 9 to 12 may be drafted into this division based on their ability level determined at tryouts**
- Player pitch only
- Nine players in field (6 infield/3 outfield)
- Continuous batting order so to allow for free substitution
- Competitive division – scores and standings are maintained
- End of season Tournament brackets based on regular season standings
- Players league age 12 may not pitch in this division.
- KLL and volunteer umpires will be used (plate and field).

## Majors      9-12 years

- For players with a league age of 9 to 12 who have mastered the fundamental skills of hitting, throwing and catching.
- Players must have at least 1 year of Minor baseball at KLL or in another organized youth program.
- Players with a league age of 9 to 12 may be drafted into this division based on their ability level determined at tryouts.
- Players of league age nine (9) and ten (10) are eligible for “Hold Down” letters. Players with “Hold Down” letters submitted prior to the draft are not eligible for call-up to Major Baseball.
- Returning players will remain in the Majors division.
- Continuous batting order so to allow for free substitution (2007)
- Competitive division – scores and standings are maintained.
- End of season Tournament brackets based on regular season standings

### APPENDIX B – All Divisions:

#### I. ALL-STAR MANAGER SELECTION

##### a. Order of Selection (Minor and Major Baseball only)

- i. Major and minor managers will choose a team in the following order based on the *regular* season standings, not counting pre-season, mid-season, or post-season tournament results. Major 1<sup>st</sup> place finish, Minor 1<sup>st</sup> place finish, Major 2<sup>nd</sup> place finish, Minor 2<sup>nd</sup> place finish, Major 3<sup>rd</sup> place finish. Thereafter if necessary, the board of directors will decide on a manager. All managers have the opportunity to submit an application to manage.
- ii. In the event a manager declines, is not approved by the board, or withdraws after their acceptance (depending on timing: see below).
- iii. Managers may NOT voluntarily trade entire teams nor players after formally selecting a team. If there are mitigating circumstances to justify such a move, then the final determination will be made by the board of directors.

##### b. Timing of Acceptance

- i. Manager must make a team selection within 48 hours after the last game of the regular season is completed (even if the division is won prior to this).
- ii. A *Manager All-Star Application Form* will be used for written request of a specific team and to nominate two coaches of record to be submitted to the player agent of that division. This would be done prior to the actual selection of the players of each team. Coach of records will not be approved until after player applications and voting is completed.

##### c. Event of Withdrawal

- i. Manager must give written notice to the board of directors for any reason for withdrawing once he/she formally applies.
- ii. An event of withdrawal *may* have consequences depending on the reasons and will be up to the board to decide if any.
- iii. Those who signed-up for All-Stars, but decline to participate will forfeit their eligibility for All-Star coaching through their next playing season or one year. Extenuating circumstances resulting in the forfeiture of All-Star coaching

privileges may be brought before the Board of Directors for consideration at the next scheduled board meeting immediately following the forfeiture.

- iv. Primary coach of record (the one named *first* on the acceptance form and affidavit) will be named the new manager in the event of a manager withdrawal if it occurs after submittal of the affidavit to the District Administrator. If done prior to the submission of the affidavit the DA, then the selection would go to the next team manager in order of finish as cited above.

#### APPENDIX C: All Baseball Divisions (using Player Pitchers)

In addition to the Game Record, a Game Pitching Affidavit and a Team Pitching Affidavit must be kept by each team.

#### GAME PITCHING AFFIDAVIT:

- The Game Pitching Affidavit may be combined with the Game Record (front and back). The total number of pitches for each pitcher is transferred to the Game Record.
- The Game Pitching Affidavit is a pitching log kept by each team's scorekeeper and shall include the following: home and visiting team names, division, date, start time, end time, pitcher's name and league age, and the number of pitches for each inning pitched plus the total for the game. After each inning the number of pitches is recorded for any pitcher in that inning. The scorekeepers for each team will compare pitch counts after each half inning to maintain accuracy and prevent disagreement. The home team is the official scorekeeper. Any discrepancies must be brought to the attention of the umpire in chief and resolved prior to the beginning of the next half inning.
- At the conclusion of the game, the Game Pitching Affidavit must be signed by both managers, both scorekeepers and the umpire. The home team manager has the responsibility to submit the game record to the respective league Vice President within 48 hours of the game ending. Managers that fail to submit a Game Pitching Affidavit are NOT ELIGIBLE to participate in their next game.
- SEE ACTUAL GAME PITCHING AFFIDAVIT ATTACHED.

#### TEAM PITCHING AFFIDAVIT:

- The Team Pitching Affidavit is a continuous log over several games of all the team's pitchers and shall include the following: pitcher's name and league age; eligible number of pitches; date of game; opponent; number of pitches (current game); number of days rest required; date next available to pitch; and manager's signature.
- The Team Pitching Affidavit must be kept by each manager or scorekeeper and is to be made available for review upon request by the opposing manager, scorekeeper or umpire at any time prior to, during or after completion of the game.
- SEE ACTUAL TEAM PITCHING AFFIDAVIT ATTACHED.